-	19	345/619.ccls. and ("dot product" or "dot-product")	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:21
-	17	345/619.ccls. and ("culling")	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:21
-	1	345/619.ccls. and (vertex near3 (multiply or multiplied or multiplication))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:21
-	2	"20030006993"	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/22 11:39
-	301	345/421.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 12:21
-	0	345/421.ccls. and ("CPT" or "cross product term")	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 10:28
-	104	345/421.ccls. and (sort$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 10:28
-	2	345/421.ccls. and (vertex near3 (multiply or multiplied or multiplication))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 10:28
-	5	345/421.ccls. and ((multiply or multiplied or multiplies or multiplication) near7 polygon)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 10:28
-	35	345/421.ccls. and ("dot product" or "dot-product")	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 10:28
-	177	345/421.ccls. not ((345/421.ccls. and ("CPT" or "cross product term")) or (345/421.ccls. and (sort$3)) or (345/421.ccls. and (vertex near3 (multiply or multiplied or multiplication))) or (345/421.ccls. and ((multiply or multiplied or multiplies or multiplication) near7 polygon)) or (345/421.ccls. and ("dot product" or "dot-product")))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 10:29

-	52	345/421.ccls. and cull$3	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 12:22
-	722	382/154.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 12:56
-	341	(culling or cull or culled) and ("back-facing" or "back facing" or "backfacing" or "backface" or "back face" or "occlusion" or "visibility") and (sort$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 12:58
-	2	(culling or cull or culled) and ("back-facing" or "back facing" or "backfacing" or "occlusion" or "visibility") and ("cross product term" or "CPT")	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 12:58
-	14	((culling or cull or culled) and ("back-facing" or "back facing" or "backfacing" or "backface" or "back face" or "occlusion" or "visibility") and (sort$3)) not ((culling or cull or culled) and ("back-facing" or "back facing" or "backfacing" or "occlusion" or "visibility") and (sort$3))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 12:59
-	2	382/154.ccls. and (cull$3 near7 sort$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:21
-	327	(culling or cull or culled) and ("back-facing" or "back facing" or "backfacing" or "occlusion" or "visibility") and (sort$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 13:32
-	2	382/154.ccls. and (cull$3 near7 ("backfacing" or "back face" or "backface" or "visibility" or "occlusion"))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:22
-	139	((culling or cull or culled) and ("back-facing" or "back facing" or "backfacing" or "occlusion" or "visibility") and (sort$3)) and (345/$.ccls. or 382/$.ccls. or 348/$.ccls. or 463/$.ccls.)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/29 10:04
-	103	345/606.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:23

	16	(US-5977980-$ or US-6542152-$ or US-6507341-$ or US-6489955-$ or US-6266064-$ or US-6172679-$ or US-5914721-$ or US-5903272-$ or US-5898437-$ or US-6529207-$ or US-RE38078-$ or US-6518965-$ or US-5748198-$ or US-5357600-$ or US-6346939-$ or US-6456284-$).did.	USPAT	2003/05/27 15:23
	10	((US-5977980-$ or US-6542152-$ or US-6507341-$ or US-6489955-$ or US-6266064-$ or US-6172679-$ or US-5914721-$ or US-5903272-$ or US-5898437-$ or US-6529207-$ or US-RE38078-$ or US-6518965-$ or US-5748198-$ or US-5357600-$ or US-6346939-$ or US-6456284-$).did.) and (sort$3)	USPAT; US-PGPUB; DERWENT	2003/05/27 15:23
	4	345/606.ccls. and cull$3	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:23
	42	("cross product" or "cross-product") near7 (vertex or vertices)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 16:25
	67	345/419.ccls. and ("culling" or "cull" or "culled")	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/27 16:35
	2	6304265.pn.	USPAT; US-PGPUB; DERWENT	2003/05/28 08:10
	274	((culling or cull or culled) and (sort$3)) and (345/$.ccls. or 382/$.ccls. or 348/$.ccls. or 463/$.ccls.)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/29 10:05
	9	((culling or cull or culled) and ((x or y) near3 sort$3)) and (345/$.ccls. or 382/$.ccls. or 348/$.ccls. or 463/$.ccls.)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/29 10:12
	4	((culling or cull or culled) and ((horizontal or vertical) near3 sort$3)) and (345/$.ccls. or 382/$.ccls. or 348/$.ccls. or 463/$.ccls.)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/05/29 10:24
	2	6304265.pn.	USPAT; US-PGPUB; DERWENT	2003/05/29 12:23
	2	5898437.pn.	USPAT; US-PGPUB; DERWENT	2003/05/29 12:24

-	2	6529207.pn.	USPAT; US-PGPUB; DERWENT	2003/05/29 12:24
-	2	6437780.pn.	USPAT; US-PGPUB; DERWENT	2003/05/29 12:24
-	2	5748198.pn.	USPAT; US-PGPUB; DERWENT	2003/05/29 12:24
-	18	(US-6437780-$ or US-RE38078-$ or US-6529207-$ or US-6489955-$ or US-6266064-$ or US-6172679-$ or US-5914721-$ or US-5357600-$ or US-5903272-$ or US-5748198-$ or US-6456284-$ or US-6507341-$ or US-5898437-$ or US-6346939-$ or US-5977980-$ or US-6542152-$ or US-6518965-$ or US-6222556-$).did.	USPAT	2003/10/22 14:09
-	17	((US-6437780-$ or US-RE38078-$ or US-6529207-$ or US-6489955-$ or US-6266064-$ or US-6172679-$ or US-5914721-$ or US-5357600-$ or US-5903272-$ or US-5748198-$ or US-6456284-$ or US-6507341-$ or US-5898437-$ or US-6346939-$ or US-5977980-$ or US-6542152-$ or US-6518965-$ or US-6222556-$).did.) and (sort$3 or order$3)	USPAT; US-PGPUB; DERWENT	2003/10/22 14:09
-	116	345/421.ccls. and (sort$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:16
-	77	345/421.ccls. and (sort$3 and (vertex or vertices))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:16
-	18	345/421.ccls. and (sort$3 near5 (vertex or vertices))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:18
-	0	345/421.ccls. and (sort$3 near5 (vertex or vertices) and (CPT or "cross product term"))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:19
-	0	345/421.ccls. and (sort$3 and (vertex or vertices) and (CPT or "cross product term"))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:19
-	3	345/421.ccls. and (vertex near3 (multiply or multiplied or multiplication))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:19

-	2	382/154.ccls. and (cull$3 near7 sort$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:21
-	17	345/619.ccls. and ("culling")	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:21
-	21	345/619.ccls. and ("dot product" or "dot-product")	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:21
-	2	345/619.ccls. and (vertex near3 (multiply or multiplied or multiplication))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:22
-	3	382/154.ccls. and (cull$3 near7 ("backfacing" or "back face" or "backface" or "visibility" or "occlusion"))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:22
-	4	345/606.ccls. and cull$3	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:23
-	114	345/606.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:23
-	597	345/420.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 09:28
-	314	345/422.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 11:50
-	2	6359629.pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 11:51
-	2	6559844.pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 11:53
-	2	6573895.pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/10/23 11:53

•	18	(US-RE38078-$ or US-6529207-$ or US-6489955-$ or US-6266064-$ or US-6172679-$ or US-5914721-$ or US-5903272-$ or US-5357600-$ or US-5748198-$ or US-6456284-$ or US-6507341-$ or US-6542152-$ or US-6346939-$ or US-5898437-$ or US-5977980-$ or US-6518965-$ or US-6222556-$ or US-6437780-$).did.	USPAT	2003/10/23 13:51
•	5	((US-RE38078-$ or US-6529207-$ or US-6489955-$ or US-6266064-$ or US-6172679-$ or US-5914721-$ or US-5903272-$ or US-5357600-$ or US-5748198-$ or US-6456284-$ or US-6507341-$ or US-6542152-$ or US-6346939-$ or US-5898437-$ or US-5977980-$ or US-6518965-$ or US-6222556-$ or US-6437780-$).did.) and ("CPT" or "cross product term" or "cross product")	USPAT; US-PGPUB; DERWENT	2003/10/23 13:54
•	4	((US-RE38078-$ or US-6529207-$ or US-6489955-$ or US-6266064-$ or US-6172679-$ or US-5914721-$ or US-5903272-$ or US-5357600-$ or US-5748198-$ or US-6456284-$ or US-6507341-$ or US-6542152-$ or US-6346939-$ or US-5898437-$ or US-5977980-$ or US-6518965-$ or US-6222556-$ or US-6437780-$).did.) and ("CPT" or "cross product term" or "cross product") and sort$3	USPAT; US-PGPUB; DERWENT	2003/10/23 13:54

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1. <u>59 - 128108(1984)</u> PART ALIGNING AND CONVEYING DEVICE IN OSCILLATION
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1 **Hierarchical graphics databases in sort-first**
Mueller, C.;
Parallel Rendering, 1997. PRS 97. Proceedings. IEEE Symposium on , 20-21 Oc

Page(s): 49 -57, 117

[Abstract]   [PDF Full-Text (984 KB)] **IEEE CNF**

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1 **Real time color purity and convergence measurement algorithms for automatic ITC adjustment system**
Zeungnam Bien; Dongil Han; Jongcheol Park; Jong-Woon Lee; Changsuk Oh;
Applications of Computer Vision, Proceedings, 1992., IEEE Workshop on , 30 No
Dec. 1992
Page(s): 274 -281

[Abstract]   [PDF Full-Text (628 KB)] **IEEE CNF**

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2 **CPT inspection systems with image processing**
Kishi, T.; Hibara, T.; Nakano, N.;
Industrial Electronics, Control, and Instrumentation, 1993. Proceedings of the IE
'93., International Conference on , 15-19 Nov. 1993
Page(s): 1893 -1897 vol.3

[Abstract]   [PDF Full-Text (204 KB)] **IEEE CNF**

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3 **Dynamic scene occlusion culling**
Sudarsky, O.; Gotsman, C.;
Visualization and Computer Graphics, IEEE Transactions on , Volume: 5 Issue:
Jan.-March 1999
Page(s): 13 -29

[Abstract]   [PDF Full-Text (1744 KB)] **IEEE JNL**

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4 **On the use of intensity optical pumping and coherent population trap techniques in the implementation of atomic frequency standards**

Vanier, J.; Levine, M.W.; Janssen, D.; Delaney, M.J.;
Instrumentation and Measurement, IEEE Transactions on , Volume: 52 Issue: 3
June 2003
Page(s): 822 -831

[Abstract]   [PDF Full-Text (827 KB)] **IEEE JNL**

5 **Occlusion culling using minimum occluder set and opacity map**
Poon Chun Ho; Wenping Wang;
Information Visualization, 1999. Proceedings. 1999 IEEE International Conferen
14-16 July 1999
Page(s): 292 -300

[Abstract]   [PDF Full-Text (188 KB)] **IEEE CNF**

6 **Extension of the critical path tracing algorithm**
Ramakrishnan, T.; Kinney, L.;
Design Automation Conference, 1990. Proceedings. 27th ACM/IEEE , 24-28 Jun

Page(s): 720 -723

[Abstract]   [PDF Full-Text (364 KB)] **IEEE CNF**

7 **The Poynting theorems and the potential for electrically small antenn**
Grimes, C.A.; Grimes, D.M.;
Aerospace Conference, 1997. Proceedings., IEEE , Volume: 3 , 1-8 Feb. 1997
Page(s): 161 -176 vol.3

[Abstract]   [PDF Full-Text (1088 KB)] **IEEE CNF**

8 **Signal processing techniques and detecting-recognizing algorithms o
characteristic points for ECG, PCG and CPT**
Zhou Guang-Hu; Yu Jia-Xian;
Engineering in Medicine and Biology Society, 1988. Proceedings of the Annual
International Conference of the IEEE , 4-7 Nov. 1988
Page(s): 142 vol.1

[Abstract]   [PDF Full-Text (64 KB)] **IEEE CNF**

9 **A reconvergent fanout analysis for the CPT algorithm used in delay-fa
diagnosis**
Girard, P.; Landrault, C.; Pravossoudovitch, S.;

European Test Conference, 1993. Proceedings of ETC 93., Third , 19-22 April 19
Page(s): 83 -88

[Abstract]   [PDF Full-Text (436 KB)] **IEEE CNF**

**10 On optimality of OBBs for visibility tests for frustum culling, ray shoo
and collision detection**
Iones, A.; Zhukov, S.; Krupkin, A.;
Computer Graphics International, 1998. Proceedings , 22-26 June 1998
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[Abstract]   [PDF Full-Text (80 KB)] **IEEE CNF**

11 The design of flat shadow mask for improvement definition CPT
Qian Weizong; Wang Jianqi; Sun Jian;
Information Display, 1999. ASID '99. Proceedings of the 5th Asian Symposium
17-19 March 1999
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[Abstract]   [PDF Full-Text (196 KB)] **IEEE CNF**

12 CPT effect and its applications for weak electromagnetic field detect
Andreeva, C.; Dancheva, Y.; Alzetta, G.; Rossi, A.; Cartaleva, S.;
Applied Electromagnetism, 2000. Proceedings of the Second International Symp
of Trans Black Sea Region on , 27-29 June 2000
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[Abstract]   [PDF Full-Text (56 KB)] **IEEE CNF**

**13 Parallel view-dependent isosurface extraction using multi-pass occlu
culling**
Jinzhu Gao; Han-Wei Shen;
Parallel and Large-Data Visualization and Graphics, 2001. Proceedings. IEEE 20
Symposium on , 22-23 Oct. 2001
Page(s): 67 -152

[Abstract]   [PDF Full-Text (846 KB)] **IEEE CNF**

14 Dynamic scene occlusion culling using a regular grid
Batagelo, H.C.; Wu Shin-Ting;
Computer Graphics and Image Processing, 2002. Proceedings. XV Brazilian
Symposium on , 7-10 Oct. 2002

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[Abstract]   [PDF Full-Text (404 KB)] **IEEE CNF**

15 **Hierarchical back-face culling for collision detection**
Redon, S.; Kheddar, A.; Coquillart, S.;
Intelligent Robots and System, 2002. IEEE/RSJ International Conference on , V 3 , 30 Sept.-5 Oct. 2002
Page(s): 3036 -3041 vol.3

[Abstract]   [PDF Full-Text (482 KB)] **IEEE CNF**

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1   A Characterization of Ten Hidden-Surface Algorithms   100%
Evan E. Sutherland , Robert F. Sproull , Robert A. Schumacker
ACM Computing Surveys (CSUR) January 1974
Volume 6 Issue 1

2   Adaptive hierarchical visibility in a tiled architecture   98%
Feng Xie , Michael Shantz
Proceedings of the 1999 Eurographics/SIGGRAPH workshop on Graphics hardware July 1999

3   Visibility sorting and compositing without splitting for image layer decompositions   97%
John Snyder , Jed Lengyel
Proceedings of the 25th annual conference on Computer graphics and interactive techniques July 1998

4   Path specification and path coherence   94%
Kim L. Shelley , Donald P. Greenberg
Proceedings of the 9th annual conference on Computer graphics and interactive techniques July 1982
This paper presents an interactive method for specifying a path in space and time through a three-dimensional environment. A sequence is generated by showing the series of views along the path. The sequence is previewed on a vector scope, and after it is interactively refined, each frame is rendered on a raster device. The path is represented by a B-spline to provide smooth, continuous motion. The timing along

the path is also defined by a B-spline so that changes in velocity are smooth. Th ...

5 Delay streams for graphics hardware 93%

Timo Aila , Ville Miettinen , Petri Nordlund
ACM Transactions on Graphics (TOG) July 2003
Volume 22 Issue 3

> In causal processes decisions do not depend on future data. Many well-known problems, such as occlusion culling, order-independent transparency and edge antialiasing cannot be properly solved using the traditional causal rendering architectures, because future data may change the interpretation of current events.We propose adding a *delay stream* between the vertex and pixel processing units. While a triangle resides in the delay stream, subsequent triangles generate occlusion information. ...

6 IRIS performer: a high performance multiprocessing toolkit for real- 92%

time 3D graphics

John Rohlf , James Helman
Proceedings of the 21st annual conference on Computer graphics and interactive techniques July 1994

> This paper describes the design and implementation of IRIS Performer, a toolkit for visual simulation, virtual reality, and other real-time 3D graphics applications. The principal design goal is to allow application developers to more easily obtain maximal performance from 3D graphics workstations which feature multiple CPUs and support an immediate-mode rendering library. To this end, the toolkit combines a low-level library for high-performance rendering with a high-level library that imp ...

7 Shadow algorithms for computer graphics 91%

Franklin C. Crow
Proceedings of the 4th annual conference on Computer graphics and interactive techniques July 1977

> Shadows are advocated for improved comprehension and enhanced realism in computer-synthesized images. A classification of shadow algorithms delineates three approaches: shadow computation during scanout; division of object surfaces into shadowed and unshadowed areas prior to removal of hidden surfaces; and inclusion of shadow volumes in the object data. The classes are related to existing shadow algorithms and implementations within each class are sketched. A brief comparison of the three approa ...

8 Session 4: big stuff: Out-of-core construction and visualization of 91%

multiresolution surfaces

Peter Lindstrom
Proceedings of the 2003 symposium on Interactive 3D graphics April 2003

> We present a method for end-to-end out-of-core simplification and view-dependent visualization of large surfaces. The method consists of three phases: (1) memory insensitive simplification; (2) memory insensitive construction of a multiresolution hierarchy; and (3) run-time, output-sensitive, view-dependent rendering and navigation of the mesh. The first two off-line phases are performed entirely on disk, and use only a small, constant amount of memory, whereas the run-time system pages in only ...

9 Software infrastructure for parallel visualization: Jupiter: a toolkit for 91%

interactive large model visualization

Dirk Bartz , Dirk Staneker , Wolfgang Straßer , Brian Cripe , Tom Gaskins , Kristann Orton , Michael Carter , Andreas Johannsen , Jeff Trom
Proceedings of the IEEE 2001 symposium on parallel and large-data visualization and graphics October 2001

> The fast increasing size of datasets in scientific computing, mechanical engineering, or virtual medicine is quickly exceeding the graphics capabilities of modern computers. Toolkits for the large model visualization address this problem by combining efficient geometric techniques, such as occlusion and visibility culling, mesh reduction, and efficient rendering.In this paper, we introduce *Jupiter*, a toolkit for the interactive visualization of large models which exploits the above mentio ...

10 Fast ray tracing by ray classification   90%

James Arvo , David Kirk
ACM SIGGRAPH Computer Graphics , Proceedings of the 14th annual conference on Computer graphics and interactive techniques August 1987
Volume 21 Issue 4

11 Sequential point trees   89%

Carsten Dachsbacher , Christian Vogelgsang , Marc Stamminger
ACM Transactions on Graphics (TOG) July 2003
Volume 22 Issue 3

> In this paper we present sequential point trees, a data structure that allows adaptive rendering of point clouds completely on the graphics processor. Sequential point trees are based on a hierarchical point representation, but the hierarchical rendering traversal is replaced by sequential processing on the graphics processor, while the CPU is available for other tasks. Smooth transition to triangle rendering for optimized performance is integrated. We describe optimizations for backface culling ...

12 Space-efficient representations of shared data for parallel computers   89%

K. Herley
Proceedings of the second annual ACM symposium on Parallel algorithms and architectures May 1990

13 Hierarchical graphics databases in sort-first   89%

Carl Mueller
Proceedings of the IEEE symposium on Parallel rendering October 1997

14 Hardware-assisted view-dependent isosurface extraction using spherical partition   89%

Jinzhu Gao , Han-Wei Shen
Proceedings of the symposium on Data visualisation 2003 May 2003

> Extracting only the visible portion of an isosurface can improve both the computation efficiency and the rendering speed. However, the visibility test overhead can be quite high for large scale data sets. In this paper, we present a view-dependent isosurface extraction algorithm utilizing occlusion query hardware to accelerate visible isosurface extraction. A spherical partition scheme is proposed to traverse the data blocks in a layered front-to-back order. Such traversal order helps our algori ...

15 Rendering on a budget: a framework for time-critical rendering   88%
James T. Klosowski , Cláudio T. Silva
Proceedings of the conference on Visualization '99: celebrating ten years
October 1999
> We present a technique for optimizing the rendering of highdepth complexity
> scenes. Prioritized-Layered Projection (PLP) does this by rendering an estimation of
> the visible set for each frame. The novelty in our work lies in the fact that we do not
> explicitly compute visible sets. Instead, our work is based on computing on demand
> a priority order for the polygons that maximizes the likelihood of rendering visible
> polygons before occluded ones for any given ...

16 Parallel isosurface and volume rendering: Parallel view-dependent   88%
isosurface extraction using multi-pass occlusion culling
Jinzhu Gao , Han-Wei Shen
**Proceedings of the IEEE 2001 symposium on parallel and large-data
visualization and graphics** October 2001
> This paper presents a parallel algorithm that can effectively extracts only the visible
> portion of isosurfaces. The main focus of our research is to devise a load-balanced
> and output-sensitive algorithm, that is, each processor will generate approximately
> the same amount of triangles, and cells that do not contain the visible isosurface will
> not be visited. A novel multi-pass algorithm is proposed in the paper to achieve
> these goals. In the algorithm, we first use an octree data structure to rap ...

17 Polygon rendering on a stream architecture   88%
John D. Owens , William J. Dally , Ujval J. Kapasi , Scott Rixner , Peter Mattson , Ben
Mowery
**Proceedings 2000 SIGGRAPH/EUROGRAPHICS workshop on on Graphics
hardware** August 2000
> The use of a programmable stream architecture in polygon rendering provides a
> powerful mechanism to address the high performance needs of today's complex
> scenes as well as the need for flexibility and programmability in the polygon
> rendering pipeline. We describe how a polygon rendering pipeline maps into data
> streams and kernels that operate on streams, and how this mapping is used to
> implement the polgyon rendering pipeline on Imagine, a programmable stream
> processor. We compare our resul ...

18 The holodeck ray cache: an interactive rendering system for global   88%
illumination in nondiffuse environments
Gregory Ward , Maryann Simmons
ACM Transactions on Graphics (TOG) October 1999
Volume 18 Issue 4
> We present a new method for rendering complex environments using interactive,
> progressive, view-independent, parallel ray tracing. A four-dimensional holodeck
> data structure serves as a rendering target and caching mechanism for interactive
> walk-throughs of nondiffuse environments with full global illumination. Ray sample
> density varies locally according to need, and on-demand ray computation is
> supported in a parallel implementation. The holodeck file is stored on disk and ...

19 Image-based objects   87%
Manuel M. Oliveira , Gary Bishop
Proceedings of the 1999 symposium on Interactive 3D graphics April 1999

20 Rendering: Rendering time estimation for real-time rendering   87%

Michael Wimmer , Peter Wonka

Proceedings of the 13th Eurographics workshop on Rendering June 2003

> This paper addresses the problem of estimating the rendering time for a real-time simulation. We study different factors that contribute to the rendering time in order to develop a framework for rendering time estimation. Given a viewpoint (or view cell) and a list of potentially visible objects, we propose several algorithms that can give reasonable upper limits for the rendering time on consumer hardware. This paper also discusses several implementation issues and design choices that are neces ...

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